

L Number	Hits	Search Text	DB	Time stamp
1	1091	game and story	USPAT; JPO	2002/09/10 08:01
2	75	game adj story	USPAT; JPO	2002/09/10 08:01
15	1715	((((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)) or ((463/43).CCLS.) or ((463/44).CCLS.) or 273/237.ccls. or 273/138.2.ccls. or 273/141A.ccls.	USPAT; JPO	2002/09/10 09:23
16	8	((((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)) or ((463/43).CCLS.) or ((463/44).CCLS.) or 273/237.ccls. or 273/138.2.ccls. or 273/141A.ccls.) and ((multiple or many or plurality) adj (endings or finishings or end or finish or result))	USPAT; JPO	2002/09/10 09:24
-	14842	(game or gaming or entertainment or amusement) adj (system or device or apparatus)	USPAT; JPO	2002/09/05 11:24
-	7371	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control	USPAT; JPO	2002/09/05 11:24
-	4549	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and (route or path or road or course or track)	USPAT; JPO	2002/09/05 12:17
-	2	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and (route or path or road or course or track)) and (number adj selection adj player)	USPAT; JPO	2002/09/05 11:30
-	225	monopoly and game	USPAT; JPO	2002/09/05 11:32
-	76	(monopoly and game) and computer	USPAT; JPO	2002/09/05 11:46
-	5	(monopoly and game) and hasbro	USPAT; JPO	2002/09/05 11:49
-	292	hasbro	USPAT; JPO	2002/09/05 11:58
-	57	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and ((route or path or road or course or track) adj (presentation or display))	USPAT; JPO	2002/09/05 12:04
-	45	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and ((route or path or road or course) adj (presentation or display))	USPAT; JPO	2002/09/05 12:09
-	92	route and (plurality adj2 squares)	USPAT; JPO	2002/09/05 12:09
-	19	(route and (plurality adj2 squares)) and game	USPAT; JPO	2002/09/05 12:10
-	4	((route and (plurality adj2 squares)) and game) not board	USPAT; JPO	2002/09/05 12:11
-	76	electronic adj (dice or spinner or roulette or lottery)	USPAT; JPO	2002/09/05 12:13
-	94	electronic adj (dice or spinner or die)	USPAT; JPO	2002/09/05 12:13
-	0	electronic adj (spinner)	USPAT; JPO	2002/09/05 12:14
-	11	electronic adj (scroll or scrolling or scroller)	USPAT; JPO	2002/09/05 12:15
-	0	user adj controlled adj number adj selection	USPAT; JPO	2002/09/05 12:16
-	4076	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and (route or path or road or course)	USPAT; JPO	2002/09/05 12:17
-	72	((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and (route or path or road or course)) and (number adj (selection or determination))	USPAT; JPO	2002/09/05 12:18

-	345	(((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and (route or path or road or course)) and (number adj (selection or determination))) and character or avatar	USPAT; JPO	2002/09/05 12:18
-	26	(((game or gaming or entertainment or amusement) adj (system or device or apparatus)) and control) and (route or path or road or course)) and (number adj (selection or determination))) and (character or avatar)	USPAT; JPO	2002/09/05 12:31
-	0	scrolling adj numerical adj values	USPAT; JPO	2002/09/05 12:32
-	72	scrolling adj device	USPAT; JPO	2002/09/05 12:32
-	54	(scrolling adj device) and number	USPAT; JPO	2002/09/05 12:32
-	0	number adj scrolling adj device	USPAT; JPO	2002/09/06 15:11
-	0	numerical adj scrolling adj device	USPAT; JPO	2002/09/06 15:11
-	1	numerical adj selection adj device	USPAT; JPO	2002/09/06 15:12
-	50	number adj selection adj device	USPAT; JPO	2002/09/06 15:12
-	185	(463/1).CCLS.	USPAT; JPO	2002/09/10 09:56
-	130	(463/7).CCLS.	USPAT; JPO	2002/09/06 10:11
-	152	(463/22).CCLS.	USPAT; JPO	2002/09/06 16:33
-	319	(463/31).CCLS.	USPAT; JPO	2002/09/06 10:11
-	227	(463/29).CCLS.	USPAT; JPO	2002/09/06 10:11
-	200	(463/43).CCLS.	USPAT; JPO	2002/09/06 10:11
-	123	(463/44).CCLS.	USPAT; JPO	2002/09/06 10:11
-	369	(273/237).CCLS.	USPAT; JPO	2002/09/06 15:34
-	77	273/\$.ccls. and spinner and electronic	USPAT; JPO	2002/09/06 10:16
-	6	273/\$.ccls. and spinner near electronic	USPAT; JPO	2002/09/06 10:17
-	275	(273/138.2).CCLS.	USPAT; JPO	2002/09/06 14:32
-	83	(273/141a).CCLS.	USPAT; JPO	2002/09/06 10:18
-	10	((273/141a).CCLS.) and spinner	USPAT; JPO	2002/09/06 10:20
-	194	((273/138.2).CCLS.) and number	USPAT; JPO	2002/09/06 14:33
-	0	((273/138.2).CCLS.) and (electronic adj number adj selection)	USPAT; JPO	2002/09/06 14:34
-	2	((273/138.2).CCLS.) and (electronic near number)	USPAT; JPO	2002/09/06 14:34
-	0	number adj scrolling adj device	USOCR	2002/09/06 15:11
-	0	numerical adj scrolling adj device	USOCR	2002/09/06 15:12
-	1	numerical adj selection adj device	USOCR	2002/09/06 15:24
-	6	number adj selection adj device	USOCR	2002/09/06 15:25
-	69747	games	USPAT; JPO	2002/09/06 15:49
-	2	games and (route adj presentation)	USPAT; JPO	2002/09/06 15:49
-	3	games and ((route or path or road) adj presentation)	USPAT; JPO	2002/09/06 15:50

-	3717	games and ((route or path or road) and (character or avatar))	USPAT; JPO	2002/09/06 15:53
-	1144	(character or avatar) same (travel or adventure or journey) same (route or path or road)	USPAT; JPO	2002/09/06 15:54
-	1	(character or avatar) adj (travel or adventure or journey) adj (route or path or road)	USPAT; JPO	2002/09/06 15:53
-	14	((character or avatar) same (travel or adventure or journey) same (route or path or road)) and story	USPAT; JPO	2002/09/06 15:54
-	93	stamper.in.	USPAT; JPO	2002/09/06 16:34
-	21	stamper.in. and practice	USPAT; JPO	2002/09/06 16:38
-	1	(stamper.in. and practice) and game	USPAT; JPO	2002/09/06 16:40
-	209	game and (event same production)	USPAT; JPO	2002/09/06 16:41
-	3	(game and (event same production)) and (user or player) adj (skill)	USPAT; JPO	2002/09/06 16:41
-	903	((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)	USPAT; JPO	2002/09/06 16:43
-	995	((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.) or ((463/43).CCLS.)	USPAT; JPO	2002/09/06 16:43
-	1061	((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.) or ((463/43).CCLS.) or ((463/44).CCLS.)	USPAT; JPO	2002/09/10 09:21
-	160	((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.) or ((463/43).CCLS.) or ((463/44).CCLS.) and event and (route or path or road)	USPAT; JPO	2002/09/06 17:01
-	1	5601487.pn.	USPAT; JPO	2002/09/06 17:01